# STAR TREK™
## ADVENTURES

# VOYAGER
## *PLAYER CHARACTERS*

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STAR TREK TIMELINES



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# U.S.S VOYAGER
# PREGENERATED CHARACTER SHEETS

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CHAPTER 01.10

# U.S.S. VOYAGER

# INTRODUCTION

Now that contact with Starfleet Command has been reestablished, thanks in no small part to myself, they have requested a status update on all personnel to include their service records, performance reviews and medical evaluations. Given my experience in working with the team on the Pathfinder Project, Captain Janeway has entrusted me with consolidating that information and getting it ready to be sent back to Earth.

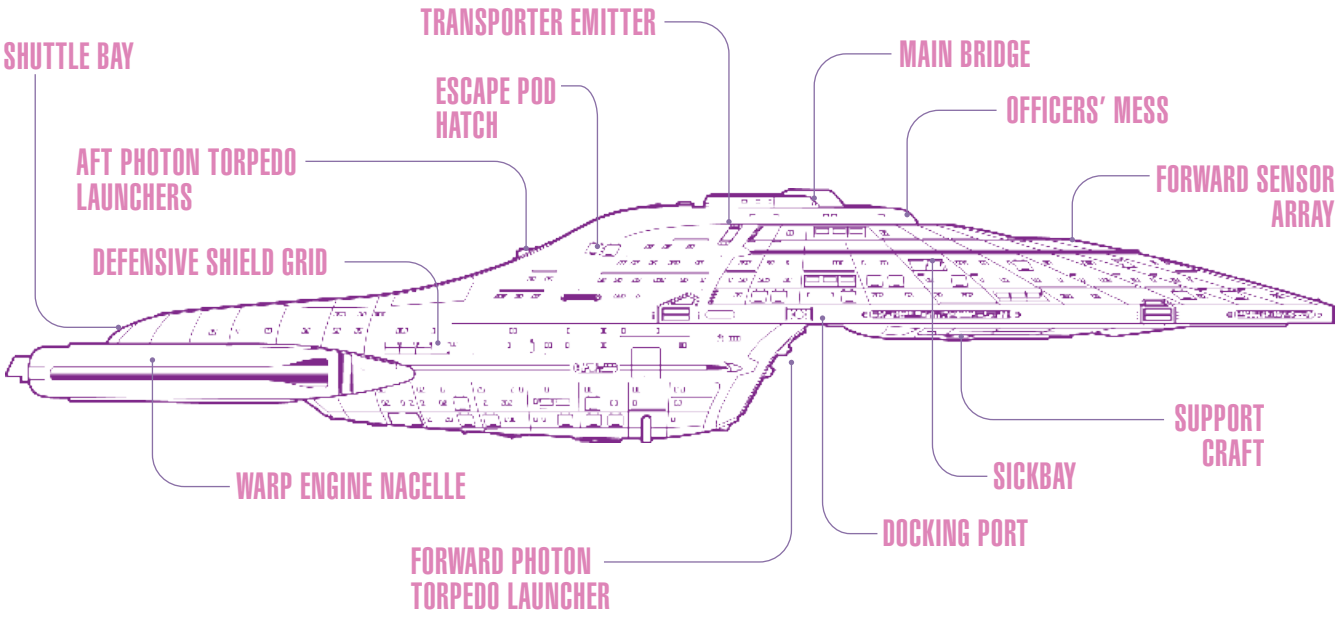
This has provided me with a unique opportunity to share my own observations as well as demonstrate my effectiveness as the Chief Medical Officer on board. I do, however, harbor lingering reservations.

While I have no doubt that Captain Janeway will make good on her promise to return the crew home, I can't help but wonder what will be my fate once we have made it back to Earth.

During my trip to Jupiter Station, I discovered that my program had been deemed obsolete and suitable only for manual labor or situations too hazardous to risk individuals. To be honest, I found the news to be concerning. To think that I may be found... unsuitable for practicing medicine and relegated to janitorial duties. I'm a doctor, not a garbage man.

However, as requested, that is a matter for another time. Regardless, I have finished compiling the data as well as my own notes and readied them for transmission to the MIDAS Array.

## VOYAGER



CHAPTER 02.10

# VOYAGER PLAYER CHARACTERS

# CAPTAIN KATHRYN JANEWAY

## COMMANDING OFFICER

*Voyager* has survived in the Delta Quadrant in no small part due to Captain Janeway's leadership and her unyielding dedication, bordering on outright stubbornness. Her greatest triumph, perhaps, is the blending of the Maquis into the crew, inspiring them to strive to the greatest ideals of the Federation. Further, she supported both Seven of Nine and myself to explore our own humanity. Though we may not always see eye-to-eye, I have nothing but respect for her. She maintains devotion to her principles even when compromise might result in a quicker route back to the Alpha Quadrant.

**TRAITS:** Human

**VALUES:**

- We're Strongest as a Team — One Crew, One Ship
- I Don't Like Threats and I Don't Like Bullies
- We're Starfleet Officers — Weird is Part of the Job
- We've Got to Stick to Our Principles

### ATTRIBUTES

| | | | | | |
|---|---|---|---|---|---|
| CONTROL | 09 | FITNESS | 08 | PRESENCE | 11 |
| DARING | 09 | INSIGHT | 09 | REASON | 10 |

### DISCIPLINES

| | | | | | |
|---|---|---|---|---|---|
| COMMAND | 04 | SECURITY | 03 | SCIENCE | 04 |
| CONN | 02 | ENGINEERING | 02 | MEDICINE | 01 |

**FOCUSES:** Astrophysics, Borg Collective, Composure, First Contact Protocols, Starfleet Regulations, Starship Tactics

**TALENTS:**

- **Crisis Management:** Captain Janeway may use the *Direct* Task twice per scene instead of once.
- **Decisive Leadership:** In a Conflict, when Captain Janeway performs the *Assist* Task, the cost to Keep the Initiative is reduced from two Momentum to zero.
- **Testing a Theory:** Captain Janeway may roll an additional d20 when attempting a Science or Engineering Task, so long as she succeeded at a Task covering the same field earlier.
- **Theory into Practice:** When Captain Janeway gains a d20 via the **Testing a Theory** Talent, she reduces the Difficulty of the Task by 2, to a minimum of zero.

**DETERMINATION:** (Start with 1) ☐☐☐
**STRESS:** ☐☐☐☐☐☐☐☐☐☐☐☐
**RESISTANCE:** 0

**ATTACKS:**

- Unarmed Strike (Melee, 4▲, Knockdown, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 6▲, Size 1H, Charge)

**EQUIPMENT:** Combadge, phaser type-2



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# VOYAGER PLAYER CHARACTERS

# COMMANDER CHAKOTAY

## FIRST OFFICER

Commander Chakotay is, perhaps, one of the greatest examples of what a Starfleet officer should be. Honorable, honest, and loyal, it should be no surprise that the captain named Chakotay first officer. While it is clear that their relationship may not always have been perfect, I have always felt that Commander Chakotay truly puts the welfare of the crew, regardless of their origins, first. Despite former Maquis affiliations, Commander Chakotay is one of the primary reasons this crew continues to remain steadfast to the high moral standards of the Federation and Starfleet.

**TRAITS:** Human

**VALUES:**

- My First Duty is to Voyager's Crew
- Always Focus on What's in Front of Me
- It Doesn't Matter What You are Made of — Only Who You Are
- My Faith in Starfleet has been Restored

### ATTRIBUTES

| | | | | | |
|---|---|---|---|---|---|
| CONTROL | 09 | FITNESS | 09 | PRESENCE | 10 |
| DARING | 09 | INSIGHT | 11 | REASON | 08 |

### DISCIPLINES

| | | | | | |
|---|---|---|---|---|---|
| COMMAND | 04 | SECURITY | 03 | SCIENCE | 01 |
| CONN | 04 | ENGINEERING | 02 | MEDICINE | 02 |

**FOCUSES:** Anthropology, Boxing, Combat Maneuvers, Empathy, Lead by Example, Negotiation

**TALENTS:**

- **Call to Action:** During a Conflict, Chakotay may use the *Prepare* Minor Action to allow one ally he can communicate with to immediately perform a Minor Action of their choice.
- **Collaboration (Command):** When an ally uses Command during a Task, Chakotay may spend one Momentum to allow them to use his ranks in Command instead.
- **Follow my Lead:** If successful at a dangerous Task, Chakotay may spend a Determination point to allow an ally's next Task to count as though he is assisting them using **Presence + Command**. This Talent may be used once per scene.
- **Vision Quest:** Once per mission, Chakotay may undergo a vision quest. For the rest of the mission, Chakotay may substitute his Insight score for another Attribute during any Task. This increases the Complication Range of that Task by 2.

**DETERMINATION:** (Start with 1) ☐☐☐
**STRESS:** ☐☐☐☐☐☐☐☐☐☐☐☐
**RESISTANCE:** 0

**ATTACKS:**

- Unarmed Strike (Melee, 4, Knockdown, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 6, Size 1H, Charge)

**EQUIPMENT:**
Combadge, phaser type-2

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CHAPTER 02.30

# VOYAGER PLAYER CHARACTERS

# LT. COMMANDER TUVOK

## TACTICAL OFFICER

There are few others to whom I hold as much esteem as I do Lieutenant Commander Tuvok. His unfailing devotion to duty, not only to the crew but also to the captain in particular, has inspired many of the crew – especially those former Maquis that have come to know him. His tactical expertise is unparalleled and there are many times when the ship would not have survived were it not for his quick thinking and capabilities. Until the arrival of Seven of Nine, Tuvok was also the de facto science officer aboard.

**TRAITS:** Vulcan

**VALUES:**

- Janeway Shall Always Have my Support
- My Thoughts are Centered on my Family
- When Logic Fails to Provide Answers — Do Nothing
- Our Best Defense is Knowledge

### ATTRIBUTES

| | | | | | |
|---|---|---|---|---|---|
| CONTROL | 11 | FITNESS | 10 | PRESENCE | 08 |
| DARING | 07 | INSIGHT | 09 | REASON | 11 |

### DISCIPLINES

| | | | | | |
|---|---|---|---|---|---|
| COMMAND | 03 | SECURITY | 04 | SCIENCE | 03 |
| CONN | 02 | ENGINEERING | 02 | MEDICINE | 02 |

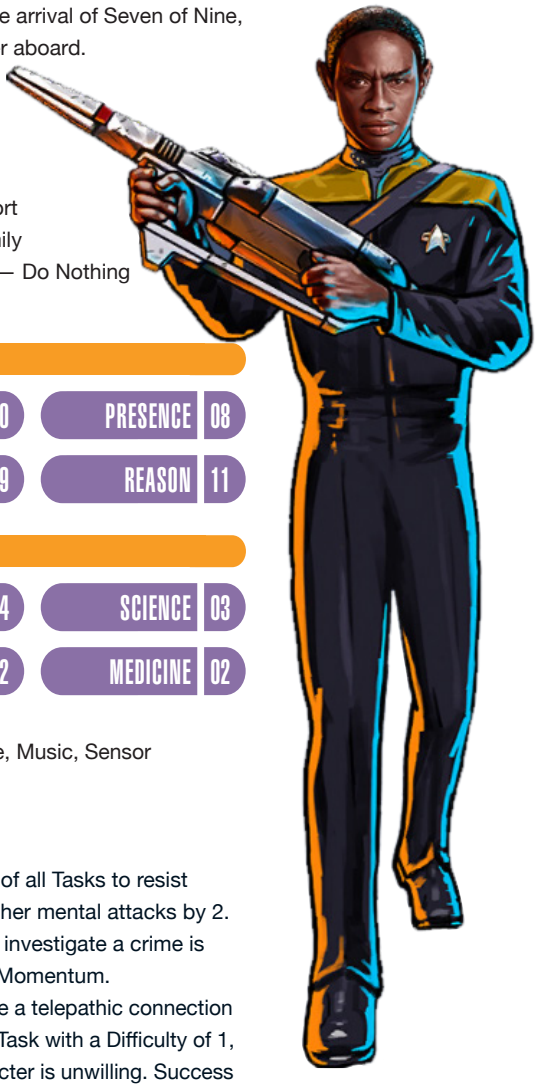
**FOCUSES:** Investigation, Mental Discipline, Music, Sensor Operations, Targeting Systems, Teaching

**TALENTS:**

- ***Kolinahr*:** Tuvok reduces the Difficulty of all Tasks to resist coercion, mental intrusion, pain and other mental attacks by 2.
- **Lead Investigator:** Any time a Task to investigate a crime is successful, Tuvok generates 2 Bonus Momentum.
- **Mind-Meld:** Tuvok can attempt to make a telepathic connection with another character. This requires a Task with a Difficulty of 1, and may be opposed if the other character is unwilling. Success allows Tuvok to share memories and thoughts, and Momentum can be spent to gain additional information or perform deeper exchanges. Complications may result in pain, disorientation, or emotional or behavioral difficulties.
- **Precise Targeting:** Whenever Tuvok targets a specific System, he may reroll 1d20 and the attack gains the Piercing 1 damage effect.

**DETERMINATION:** (Start with 1) ☐☐☐

**STRESS:** ☐☐☐☐☐☐☐☐☐☐☐☐☐☐



**RESISTANCE:** 0

**ATTACKS:**

- Unarmed Strike (Melee, 5, Knockdown, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 7, Size 1H, Charge)

**EQUIPMENT:** Combadge, phaser type-2



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# VOYAGER PLAYER CHARACTERS

# EMERGENCY MEDICAL HOLOGRAM

## CHIEF MEDICAL OFFICER

What can I say of myself, that hasn't already been brought to your attention? I overcame the limitations of my programming to become a valued, trusted member of our family and crew. I became a mentor, and advisor, a virtuoso, an author, and a friend. While Starfleet may have discarded the rest of my kin, I alone have proven the full value of the Mark 1s – and on many occasions, our voyage through the Delta Quadrant would have come to a tragic end, were it not for me. I have single-handedly saved each and every member of the crew on at least one occasion or more, and without me Starfleet Command would not be receiving this report now.

**TRAITS:** Hologram

**VALUES:**

- Artist — Author — Doctor — Spy
- Walking, Talking Database of Medical Knowledge
- More Than The Sum of My Subroutines
- Truly One of the Crew

### ATTRIBUTES

| | | | | | |
|---|---|---|---|---|---|
| CONTROL | 11 | FITNESS | 08 | PRESENCE | 08 |
| DARING | 08 | INSIGHT | 10 | REASON | 11 |

### DISCIPLINES

| | | | | | |
|---|---|---|---|---|---|
| COMMAND | 02 | SECURITY | 02 | SCIENCE | 04 |
| CONN | 01 | ENGINEERING | 02 | MEDICINE | 05 |

**FOCUSES:** Advanced Holograms, Emergency Medicine, Holo-Novel Writing, Internal Medicine, Opera, Surgery, Virology, Xenobiology

**TALENTS:**

- **Doctor's Orders:** Whenever the Doctor attempts a Task to coordinate others, or coerce someone into taking or refraining from a particular course of action, he may use his Medicine Discipline in place of Command.
- **Expanded Program:** The Doctor may select two additional Focuses.
- **Mobile Emitter:** The Doctor possesses a special device that allows him to move and act in areas without holo-emitters. Complications that may arise when this device is damaged will cause issues with the projection.
- **Surgery Savant:** Any time the Doctor uses Medicine in an Extended Task to perform medical surgery, he gains the *Triumphant* Effect (see page 91 of the core rulebook).

**DETERMINATION:** (Start with 1) ☐☐☐
**STRESS:** ☐☐☐☐☐☐☐☐☐☐
**RESISTANCE:** 0

**ATTACKS:**

- Unarmed Strike (Melee, 3, Knockdown, Size 1H, Non-lethal)

**EQUIPMENT:** Combadge, medkit, mobile emitter

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# HOLOGRAM

**THE NEXT GENERATION ERA ONLY**

Advances in holotechnology and computing in the 2370s allow for the creation of independent, virtually-intelligent holograms, far more sophisticated than the characters who populate holonovels and other recreations. Arguably, the first true example of this occurred accidentally in 2365, with the activation of a holographic James Moriarty, a simulation of a fictional character with a genuine emergent intellect. However, it took years before these advancements could be recreated deliberately. Doctor Lewis Zimmerman made the leaps that led to the creation of the Emergency Medical Hologram and its successors, the first widespread examples of this technology. Self-aware, independent holograms begin to become more common in both Starfleet and civilian contexts, though few of them seem to develop true individuality, and the matter of their legal personhood is hotly disputed in Federation courts.

***EXAMPLE VALUE:*** *Am I More Than My Programming?*

- **ATTRIBUTES:** Instead of the normal Attribute options, choose three Attributes and add +1 to each of them.

- **TRAIT:** Hologram. Holograms can be programmed to any specification, though the nature of their holomatrix means that they are essentially impervious to direct physical harm – they can allow energy and objects to pass through them at will. However, they are unable to go anywhere that lacks holographic emitters that can project their image and forcefields, and those emitters can be damaged even if the holograms themselves cannot. Holograms also tend not to receive much respect or consideration from flesh-and-blood people, who see them as tools at best or annoyances at worst. Holograms may also have a second species trait, reflecting the species they were designed to emulate.

- **TALENTS:** The character receives access to the following talents:

## EXPANDED PROGRAM

**REQUIREMENT:** Hologram.

Your programming has been expanded considerably, with subroutines and databases covering a wide range of additional subjects and fields of expertise. You may select up to two additional Focuses.

## MOBILE EMITTER

**REQUIREMENT:** Hologram.

You have a device that allows you a degree of autonomy from fixed holo-emitters. Most of these mobile emitters are bulky, awkward pieces of equipment with a limited amount of power, making them useful only for short periods and emergencies, but the technology is improving. While you have your mobile emitter, you can move freely in places that lack holo-emitters. However, Complications may reflect damage to or problems with the emitter.

CHAPTER 02.50

# VOYAGER PLAYER CHARACTERS

# LIEUTENANT B'ELANNA TORRES

## CHIEF ENGINEER

Our hot-tempered chief of engineering, B'Elanna is a truly remarkable technician, who would have enjoyed a career of esteem and commendation, had she ever learned to control her outbursts. I have had the wonderful opportunity to watch her grow and mature during our voyage, and while she may still possess the fiery temper of her mother, she also has the kindness and sensitivity rivalling any human I've ever met… just don't tell her I said so. I would not be who I am today had it not been for her and Mr. Kim.

**TRAITS:** Human, Klingon

**VALUES:**

- Temper Like a Wounded Targ
- Family Never Abandons Each Other
- I've Always Hated Being Klingon
- Technology is Simpler than People

### ATTRIBUTES

| | | | | | |
|---|---|---|---|---|---|
| CONTROL | 08 | FITNESS | 10 | PRESENCE | 09 |
| DARING | 10 | INSIGHT | 09 | REASON | 10 |

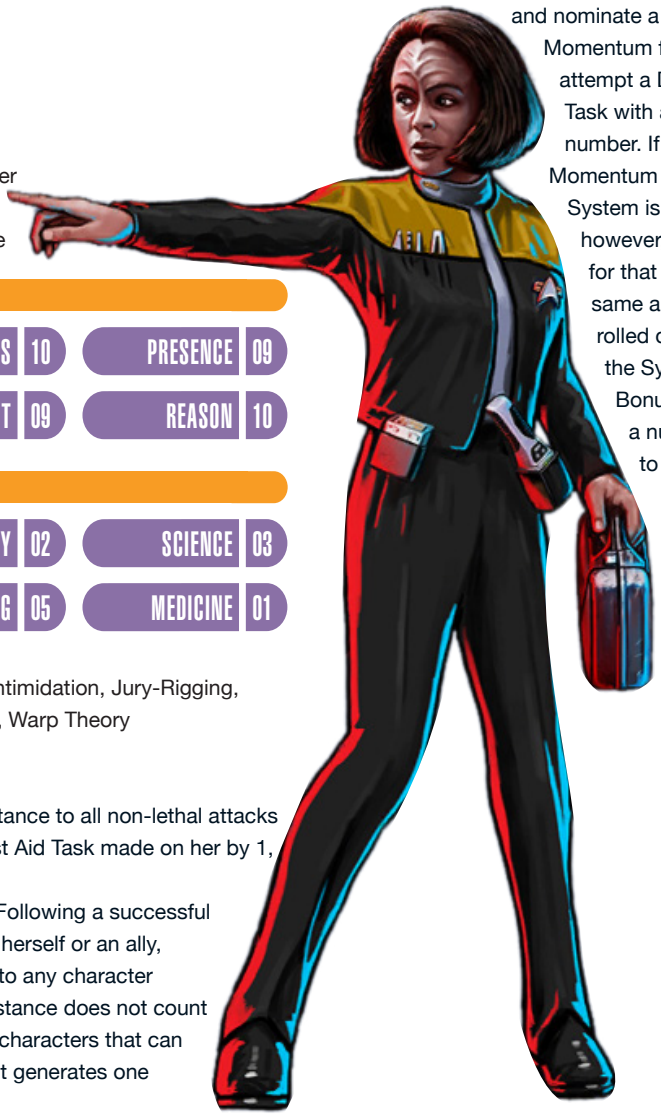
### DISCIPLINES

| | | | | | |
|---|---|---|---|---|---|
| COMMAND | 02 | SECURITY | 02 | SCIENCE | 03 |
| CONN | 03 | ENGINEERING | 05 | MEDICINE | 01 |

**FOCUSES:** Electro-Plasma System, Intimidation, Jury-Rigging, System Maintenance, Track and Field, Warp Theory

**TALENTS:**

- ***Brak'lul*:** B'Elanna gains +2 Resistance to all non-lethal attacks and reduces the Difficulty of a First Aid Task made on her by 1, to a minimum of 1.
- **Exploit Engineering Weakness:** Following a successful *Scan for Weakness* Task made by herself or an ally, B'Elanna may provide assistance to any character attacking that opponent. Her assistance does not count towards the maximum number of characters that can assist; if the attack is successful, it generates one Bonus Momentum.
- **Jury-rig:** Whenever B'Elanna uses Engineering to make repairs, she may reduce the Task's Difficulty by 2 (to a minimum of 0). The repairs only last for one scene, plus one per Momentum Spent (repeatable). Subsequent Tasks to make repairs may not benefit from this talent, and the Difficulty of any repairs made to equipment that has been the subject of this Talent is increased by 1.
- **Past the Redline:** B'Elanna may select a ship's System and nominate a number of Bonus Momentum for it to provide, and then attempt a Daring + Engineering Task with a Difficulty equal to that number. If she succeeds, the Bonus Momentum are gained anytime that System is used as part of a Task, however, the Complication Range for that Task is increased by the same amount. If a Complication is rolled during subsequent Tasks, the System no longer provides Bonus Momentum and suffers a number of Breaches equal to half of the ship's Scale.



**DETERMINATION:** (Start with 1) ☐☐☐

**STRESS:** ☐☐☐☐☐☐ ☐☐☐☐☐☐

**RESISTANCE:** 0

**ATTACKS:**

- Unarmed Strike (Melee, 3, Knockdown, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 5, Size 1H, Charge)

**EQUIPMENT:** Combadge, phaser type-2, engineering toolkit



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# VOYAGER PLAYER CHARACTERS

# LIEUTENANT TOM PARIS

## FLIGHT CONTROLLER

Mr. Paris has had quite a transformation since I was first activated. Initially I found him to be almost intolerable, but since I have discovered him to be both thoughtful and courageous. While his medical skills are rudimentary at best, his ability to pilot a starship is second to none and he has proven himself time and again to both the captain and the crew. While I personally cannot stand his lax attitude or his sense of humor, his personality has endeared him to most of the crew – despite his troubled past.

**TRAITS:** Human

**VALUES:**

- Be a Man my Father Could be Proud Of
- Hotshot Always Flying at Warp Speed
- I'm Proud of My Redeemed Reputation
- I Could Never Love Anyone Like I Love B'Elanna

### ATTRIBUTES

| | | | | | |
|---|---|---|---|---|---|
| CONTROL | 11 | FITNESS | 09 | PRESENCE | 09 |
| DARING | 10 | INSIGHT | 09 | REASON | 08 |

### DISCIPLINES

| | | | | | |
|---|---|---|---|---|---|
| COMMAND | 02 | SECURITY | 01 | SCIENCE | 02 |
| CONN | 05 | ENGINEERING | 03 | MEDICINE | 03 |

**FOCUSES:** Combat Maneuvers, First Aid, Flight Control, Helm Operation, Small Craft, 20th Century Earth Culture

**TALENTS:**

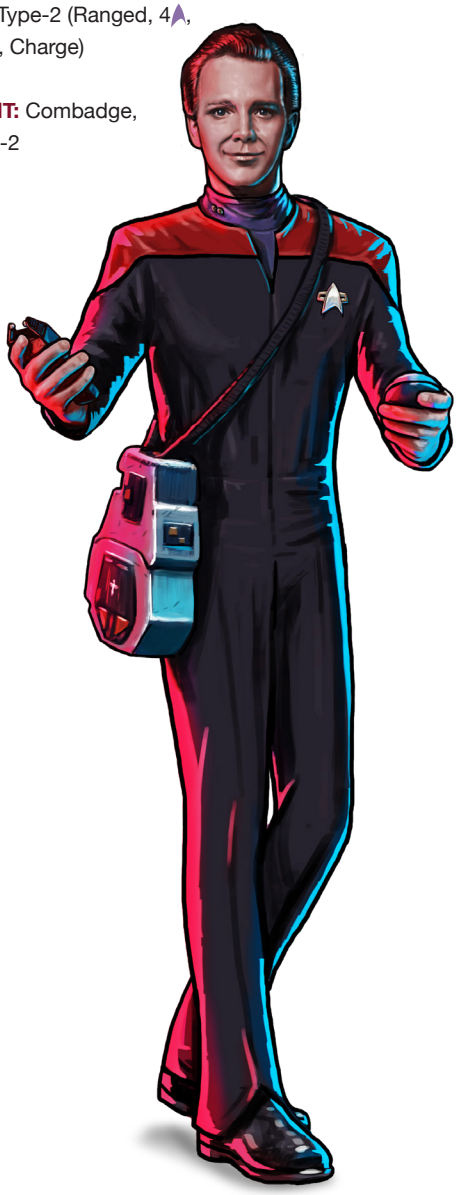
- **Bold (Conn):** Whenever Tom attempts a Conn Task and uses Threat to gain additional d20s, he may reroll a d20.
- **Efficient Evasion:** When Tom takes the *Evasive Action* Task for the second, third, etc. time in a row during the current scene, the Power Requirement for *Evasive Action* is reduced to 0.
- **Precision Maneuvering:** Tom reduces the Difficulty of any Task that requires precise maneuvering or avoids a potential collision by 1, to a minimum of 0.
- **Push the Limits:** Conn Tasks attempted by Tom that have their Difficulty increased due to environmental conditions or damage reduce that Difficulty by 1, to a minimum of 1.

**DETERMINATION:**
(Start with 1) ☐☐☐
**STRESS:** ☐☐☐☐☐☐☐☐☐☐
**RESISTANCE:** 0

**ATTACKS:**

- Unarmed Strike (Melee, 2, Knockdown, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 4, Size 1H, Charge)

**EQUIPMENT:** Combadge, phaser type-2





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CHAPTER 02.70

# VOYAGER PLAYER CHARACTERS

# ENSIGN HARRY KIM

## CHIEF OPERATIONS OFFICER

No member of *Voyager's* crew more embodies the sense of awe and wonder that drives so many to serve within Starfleet than young Harry Kim. He is an extremely talented engineer and it is this exceptionalism that earned him the posting as *Voyager's* operations officer, despite his age and rank. His enthusiasm and positive good nature made him a beacon of hope among the crew. He was the first to reach out and befriend Mr. Paris, despite the strong misgivings of the other officers on board. I believe it is this friendship that helped Mr. Paris integrate into the crew. Harry is also the youngest bridge officer entrusted by the captain to command the bridge.

**TRAITS:** Human

**VALUES:**

- I've Always Dreamed of Serving in Starfleet
- Never Seen Anything Like It
- Engineering Comes Naturally
- Don't Let Them See You Homesick

### ATTRIBUTES

| | | | | | |
|---|---|---|---|---|---|
| CONTROL | 10 | FITNESS | 08 | PRESENCE | 09 |
| DARING | 07 | INSIGHT | 11 | REASON | 11 |

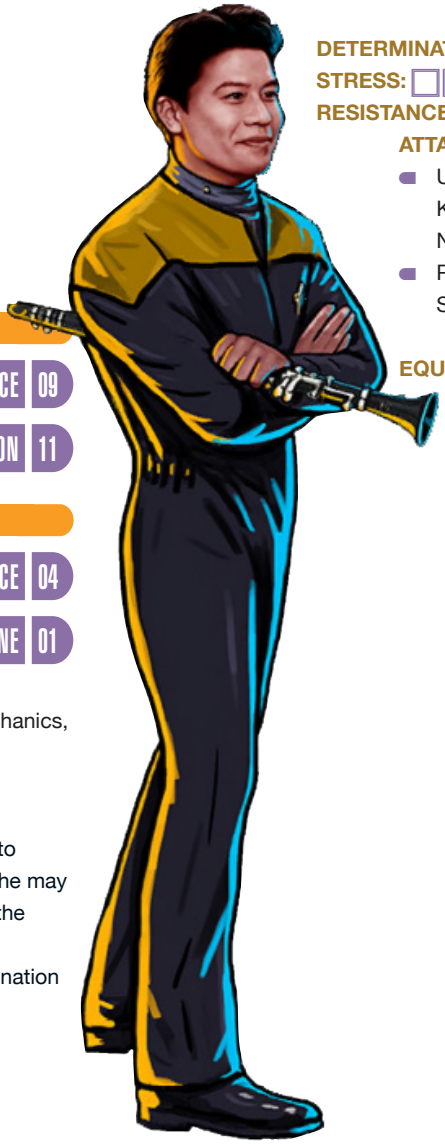
### DISCIPLINES

| | | | | | |
|---|---|---|---|---|---|
| COMMAND | 02 | SECURITY | 02 | SCIENCE | 04 |
| CONN | 03 | ENGINEERING | 04 | MEDICINE | 01 |

**FOCUSES:** Astrometrics, Diagnostics, Music, Quantum Mechanics, Sensor Calibration, Shield Systems

**TALENTS:**

- **Procedural Compliance:** If Harry spends 2 Momentum to Create an Advantage prior to his next Engineering Task, he may reroll a d20 during that Task in addition to the benefit of the Advantage created.
- **Spirit of Discovery:** Harry may spend a point of Determination to add 3 Momentum to the group's pool.
- **Unconventional Thinking:** Whenever the Scientific Method rules (see page 157 of the core rulebook) are used in a Challenge or Extended Task, and Harry's hypothesis is considered "Outside the Box", the Difficulty of his Tasks are reduced by 1.
- **Untapped Potential:** Whenever Harry succeeds in a Task where d20s were purchased using Momentum or Threat, a ▲ may be rolled. Harry gains Bonus Momentum equal to the result. If an Effect is rolled, it also generates a Threat point.



**DETERMINATION:** (Start with 1) ☐☐☐
**STRESS:** ☐☐☐☐☐☐☐☐☐☐
**RESISTANCE:** 0

**ATTACKS:**

- Unarmed Strike (Melee, 3▲, Knockdown, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 5▲, Size 1H, Charge)

**EQUIPMENT:** Combadge, phaser type-2



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CHAPTER 02.80

# VOYAGER PLAYER CHARACTERS

# SEVEN OF NINE

## SCIENCE OFFICER

I have had no greater pleasure than guiding Seven on her quest to reclaim her humanity. She has become my closest friend and confidant, something I deeply missed after Kes departed. While she continues to call herself Seven of Nine – and not by her birth name, she is no longer the Borg drone that was brought aboard during our encounters with Species 8472. I have watched her delve deeply into her exploration of her human self – from romance to music, and I can honestly say that, while her delivery may not always be the best, she cares deeply for this crew. She may sometimes be difficult to deal with, but she has always worked for *Voyager's* best interests — her new collective, if you will.

**TRAITS:** Human, Liberated Borg

**VALUES:**

- I was Borg – Now I am More
- Humanity is not Irrelevant
- Efficiency in All Things
- Perfection is Desired – But Not Always Obtainable

### ATTRIBUTES

| | | | | | |
|---|---|---|---|---|---|
| CONTROL | 10 | FITNESS | 10 | PRESENCE | 08 |
| DARING | 09 | INSIGHT | 08 | REASON | 11 |

### DISCIPLINES

| | | | | | |
|---|---|---|---|---|---|
| COMMAND | 02 | SECURITY | 02 | SCIENCE | 04 |
| CONN | 02 | ENGINEERING | 04 | MEDICINE | 02 |

**FOCUSES:** Astrometrics, Astrophysics, Borg Collective, Modeling and Design, Opera, Subspace Theory

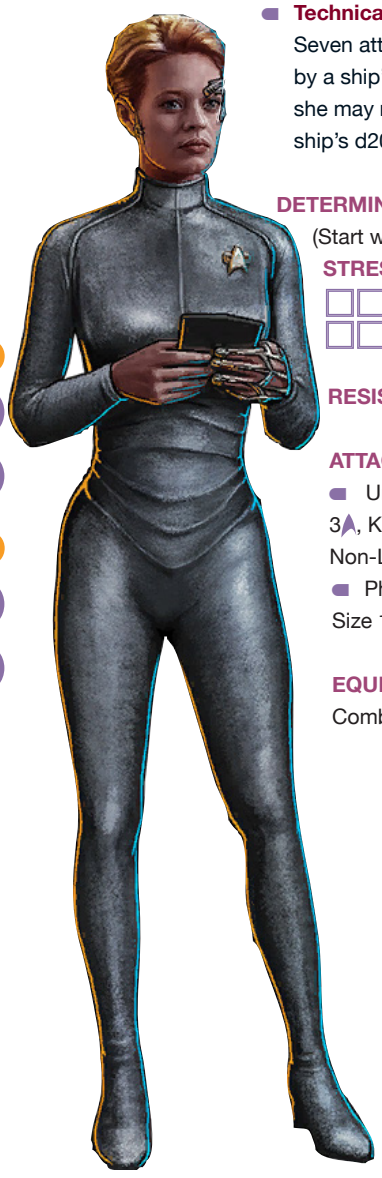
**TALENTS:**

- **Borg Implants:**

  **Cortical Node:** Seven gains +3 Resistance to Non-Lethal Attacks. She is also Immune to Pain and Fear, and cannot be intimidated or threatened.

  **Interlink Node:** Seven may connect to and interface directly with technology, allowing her to reroll a ship's d20 whenever it provides assistance to her.

- **Direct Neural Interface:** Any time Seven attempts a Task that involves, or is assisted by, a computer (including the ship's Computers System), she gains a bonus d20.
- **Mental Repository:** So long as she has the opportunity to focus, Seven reduces the Difficulty of a Task by 1, to a minimum of 1, and gains a Bonus Momentum that can only be spent on the Obtain Information Momentum Spend. Focusing her mind in this way takes two additional Time Intervals during Timed Challenges.
- **Technical Expertise:** Whenever Seven attempts a Task assisted by a ship's Computers or Sensors, she may reroll a d20 – including the ship's d20.



**DETERMINATION:**
(Start with 1) ☐☐☐

**STRESS:**
☐☐☐☐☐☐
☐☐☐☐☐☐

**RESISTANCE:** 0

**ATTACKS:**

- Unarmed Strike (Melee, 3, Knockdown, Size 1H, Non-Lethal)
- Phaser Type-2 (Ranged, 5, Size 1H, Charge)

**EQUIPMENT:**
Combadge, phaser type-2



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# LIBERATED BORG

**THE NEXT GENERATION ERA ONLY**

The true power of the Borg comes from the nearly infinite number of drones that have been assimilated into the collective, like slaves of ancient civilizations. Thousands upon thousands of species have been forcibly pressed into service, their individuality stripped away in the most horrific way imaginable. For centuries, these poor souls had no hope of escape, condemned to a life of servitude aboard Borg ships, installations, and planets. Worse, once fully brought into the hive mind, they would seek out and visit the same fate upon anyone and everyone unfortunate enough to cross their path.

But in the last few decades, more and more drones have been separated from the collective – either intentionally or by some twist of fate. Once removed from the grip of the cacophony of voices speaking as one, the identity of these lucky few can begin to resurface, and they have the opportunity to try and regain the life that was taken from them. Liberated Borg, as they have become known, are as different and distinct from each other as any other individual member of a species. Some want only to return to the simplicity of existence that the collective offers, and will work tirelessly to become one with the Borg again. Others, invigorated by their release, embrace life with exuberant abandon. Regardless of their response to their new-found freedom, all must contend with the difficulties that their new life brings: rehabilitation, reintegration, and reintroduction to life as a solitary individual.

## BORG ACROSS THE AGES

The Borg have existed far longer than the Federation, Starfleet, or even humanity's ventures into space. However, for nearly all of that time, they remained far beyond Federation space. Aside from a single encounter in the mid-22nd century, Starfleet had no contact with (or even real awareness of) the Borg Collective prior to the fateful encounter, precipitated by Q, with the *U.S.S. Enterprise*-D near the J-25 system.

That said, as the Borg have existed for centuries, the Borg could be a terrifying adversary for games set during the *Enterprise* or The Original Series eras. Such encounters could, in theory, lead to the capture of a Borg drone and subsequent introduction of a Liberated Borg character into such games. The *Next Generation* Era-only restriction is intended to represent when this species becomes readily available.

## MIXED SPECIES

All Liberated Borg are mixed-species characters, with their additional species being whatever they were before they were assimilated – they receive the Traits from both species. Thus, they may use the attributes of either the Liberated Borg or their original species, and may select Talents from both their original species and the Liberated Borg Talents that follow.

***EXAMPLE VALUE:*** *What Does It Mean To Be An Individual?*

- **ATTRIBUTES:** +1 Control, +1 Fitness, +1 Reason

- **TRAIT:** Liberated Borg, Species. As they come from so many different species, Liberated Borg have little physically in common with each other. They retain some of the cybernetic implants common to Borg drones, as not all of theses can be safely removed. Their original traits slowly begin to reassert their influence the longer the drone remains free from the collective. Borg are highly resistant to natural diseases, but are weak to electric shocks and exotic radiation. Those with the right implants can survive vacuum and other harsh environments, though they may still be susceptible to influence from the collective, and failing implants can be hazardous to a Liberated Borg's health. The Liberated Borg do not sleep conventionally, requiring routine access to a Borg regeneration alcove.

- **TALENTS:** The character receives access to the following talents:

### DIRECT NEURAL INTERFACE

**REQUIREMENT:** Liberated Borg, or Gamemaster's permission. Having existed as an extension of one of the largest and most complex computer networks in the known Galaxy, Liberated Borg possess a natural affinity for computers of all kinds. When the character attempts a Task that involves, or is assisted by, a computer (including the ship's Computers system), the character gains a bonus d20 for their dice pool.

### BORG IMPLANTS

**REQUIREMENT:** Liberated Borg, or Gamemaster's permission. A Liberated Borg character must select this Talent during character creation. When this Talent is chosen, pick one, two, or three Borg Implants (see sidebar). The character gains the benefits of those implants, but the Difficulty of Medicine Tasks performed on them increases by the number of implants they have, as does the Complication range of all their social interaction Tasks. An ordinary milestone may be used to remove one implant at a time; once all implants have been removed, this Talent can be swapped for another.

## BORG IMPLANTS

The Borg have perfected the integration of artificial components into biological frames. More than any other culture, the Borg are as much machine as they are organic, and drones come with a staggering amount of cybernetics to improve their efficiency. Borg drones have unique functions within the collective, and as such, the implants they are equipped with can vary considerably.

**ADAPTIVE SHIELDING**
Each time the character is Injured by an energy-based weapon, roll 1. If an Effect is rolled, the character becomes immune to that type of weapon for the remainder of the scene.

**CARDIOPULMONARY STRENGTHENER**
The character reduces the Difficulty of any Fitness Task relating to fatigue and endurance by 2.

**CORTICAL ARRAY (BIO-SYNTHETIC GLAND)**
The character becomes resistant to diseases and poisons, reducing the Difficulty of any Task related to overcoming their effects by 1.

**CORTICAL ARRAY (CORTICAL NODE)**
The character becomes Immune to Pain and Fear, gaining +3 Resistance to non-lethal attacks and immunity to being intimidated.

**CORTICAL ARRAY (INTERLINK NODE)**
Allows the character to interface directly with technology. When the character gains assistance from a ship, they may reroll the ship's d20.

**CORTICAL ARRAY (NEURAL SUBSPACE TRANSCEIVER)**
Provides the character with a built-in short-range subspace communications device that cannot be removed without surgery. If the character also has the Ocular Sensory Enhancer, the character can "see" data transmissions as well as the entire EM spectrum.

**CYBERNETIC ARM (TACTICAL)**
The character gains the Assimilation Tubules weapon (Melee, 5, Intense, Size 1H, Deadly, Debilitation).

**CYBERNETIC ARM (MEDICAL)**
The character gains the Assimilation Tubules weapon (Melee, 5, Intense, Size 1H, Deadly, Debilitation). The character also has built-in medical equipment, equivalent to a medkit.

**CYBERNETIC ARM (ENGINEERING)**
The character gains Assimilation Tubes (Melee, 5, Intense, Size 1H, Deadly, Debilitation). The character also has built-in engineering equipment, simile to an engineer's toolkit.

**EXO-PLATING**
Grants the character Resistance 2.

**OCULAR SENSORY ENHANCER**
The character can scan the environment, like a tricorder, and Tasks do not suffer an increase in Difficulty due to darkness.

CHAPTER 02.90

# VOYAGER PLAYER CHARACTERS

# KES

## BOTANIST AND FIELD MEDIC

Kes has grown to become a deeply valued and respected member of *Voyager's* crew due to her compassion, empathy, and genuine kindness. Though her species' life span is exceptionally short, Kes pursues life with passionate curiosity. Given her adult appearance, it is easy to forget that she is only a few years old. Kes has formed especially deep friendships with Captain Janeway, Tuvok, and myself. And though her romantic relationship with Neelix is not what it once was, she still cares deeply for him. Initially working to help sustain hydroponics, Kes's mental aptitudes allowed her to study a variety of topics and learn important skills in a short timeframe, including becoming proficient enough in medicine to serve as ship's nurse and field medic. More intriguing, however, are her still-developing psychic abilities, with an extent and power that could be beyond what is commonly thought possible.

**TRAITS:** Ocampa

**VALUES:**

- Bring Joy to Others and Find Joy Yourself
- Optimistic, not Naive
- Life Should be Explored as Deeply as Space
- People are more than Flesh and Blood

### ATTRIBUTES

| | | | | | |
|---|---|---|---|---|---|
| CONTROL | 09 | FITNESS | 08 | PRESENCE | 10 |
| DARING | 08 | INSIGHT | 12 | REASON | 09 |

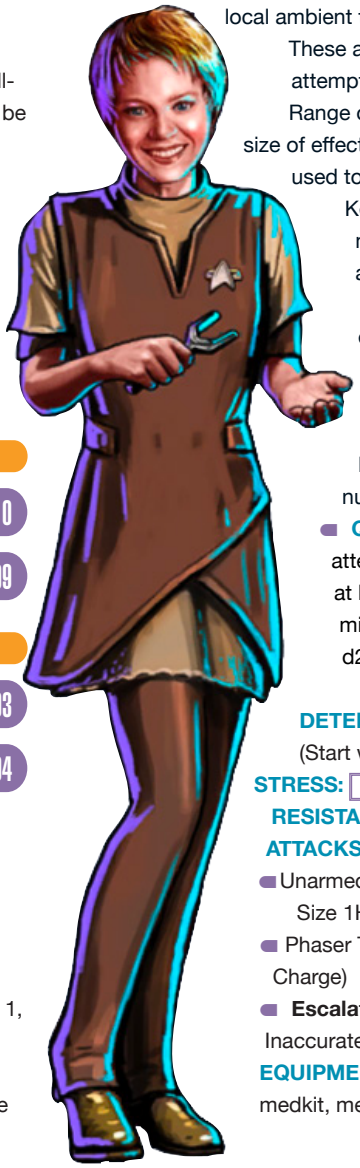
### DISCIPLINES

| | | | | | |
|---|---|---|---|---|---|
| COMMAND | 03 | SECURITY | 01 | SCIENCE | 03 |
| CONN | 02 | ENGINEERING | 03 | MEDICINE | 04 |

**FOCUSES:** Diplomacy, Emergency Medicine, Empathy, Hydroponics, Philosophy, Psychic Abilities

**TALENTS:**

- **Eidetic Memory:** Kes reduces the cost for first use of Obtain Information during any Task relating to one of her Focuses by 1, to a minimum of 0.
- **Fresh Perspective:** Whenever Kes assists a character using her Insight, that character is considered to have an Advantage in addition to the other benefits of assistance so long as the Focus that the character is using for this Task had also been used in a failed Task in the same session.
- **Psychic Prodigy:** Kes can sense the surface thoughts and emotions of most beings nearby, which may require a Task to pick out a specific individual in a crowd or during stressful situations. In addition, Kes may manifest other psychic abilities, such as: moving objects with her mind, glimpsing events from a possible future, altering local ambient temperatures, and so on. These abilities always require a Task to attempt, with an increased Complication Range of 1 or more, depending on the size of effect. In addition, this Talent can be used to make a **Psychic Strike** attack. Kes may choose to apply one or more of the following effects to the attack: Area, Intense, Knockdown, Piercing 2, or Vicious 2. For each effect applied, increase the Complication Range of the Attack by 1. Kes may negate the increase in Complication Range and instead suffer an equal number of points of Stress.
- **Quick Learner:** When Kes attempts a Task which she has seen at least one ally perform during this mission, she may add an additional d20 to that Task.



**DETERMINATION:** (Start with 1) ☐☐☐

**STRESS:** ☐☐☐☐☐☐☐☐☐☐

**RESISTANCE:** 0

**ATTACKS:**

- Unarmed Strike (Melee, 2▲, Knockdown, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 4▲, Size 1H, Charge)
- **Escalation** Psychic Strike (Ranged, 7▲, Inaccurate, Hidden, Special)

**EQUIPMENT:** Combadge, phaser type-2, medkit, medical tricorder

# VOYAGER PLAYER CHARACTERS

# NEELIX

## MORALE OFFICER

Traveler, scavenger, guide, chef, ambassador, and morale officer are all roles Neelix has accepted, or simply assumed, during his time on *U.S.S. Voyager*. From the moment he joined the crew, the industrious Talaxian has worked tirelessly to find ways to help his new family, often creating new positions or identifying needs overlooked by the Federation crew. Though he may not benefit from the extensive training of his Starfleet crew mates, Neelix is regularly able to turn his anecdotal experiences into useful suggestions. This ability to quickly adapt to changes in circumstance has served him and the crew well, allowing him to seamlessly shift his attention whenever his current duties prove no longer applicable. But beyond his knowledge of the Delta Quadrant, it has been Neelix's friendly and supportive personality that has earned him the trust and friendship of the homesick crew. No matter what dire circumstances the crew may find itself in, Neelix always has words of encouragement ready and regularly makes keeping the crew's spirits high his personal mission.

**TRAITS:** Talaxian, Mylean

**VALUES:**

- Always Find Ways to be Useful
- Good Food, Good Friends, Good Home
- One's Value Can be Measured by Their Relationships
- Stand Your Ground, but Know When to Concede

### ATTRIBUTES

| | | | | | |
|---|---|---|---|---|---|
| CONTROL | 09 | FITNESS | 08 | PRESENCE | 11 |
| DARING | 08 | INSIGHT | 11 | REASON | 09 |

### DISCIPLINES

| | | | | | |
|---|---|---|---|---|---|
| COMMAND | 04 | SECURITY | 02 | SCIENCE | 02 |
| CONN | 04 | ENGINEERING | 02 | MEDICINE | 02 |

**FOCUSES:** Astronavigation, Cooking, Diplomacy, Inspiration, Negotiations, Waste Management Systems

**TALENTS:**

- **A Little Goes A Long Way:** Once per mission, Neelix may use this Talent when he purchases one or more bonus dice by spending Momentum. For each bonus dice bought, roll 1▲: for each Effect rolled, return one point of Momentum to the pool.
- **A Real People Person:** Any time Neelix assists another character using his Presence, that character generates 1 additional Momentum if the Task is successful.
- **Being of Many Virtues:** When Neelix attempts a Task where more than one of his Focuses apply, he may reroll a d20.
- **Widely Travelled:** Once per mission, Neelix may add 1 Threat to gain an additional Focus for the remainder of that mission, representing a specific skill or field of knowledge he possesses which is useful in the current situation.

**DETERMINATION:** (Start with 1) ☐☐☐

**STRESS:** ☐☐☐☐☐ ☐☐☐☐☐

**RESISTANCE:** 0

**ATTACKS:**

- Unarmed Strike (Melee, 3▲, Knockdown, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 5▲, Size 1H, Charge)

**EQUIPMENT:** Combadge, phaser type-2

CHAPTER 03.10

# DEEP SPACE EXPLORER

# U.S.S. VOYAGER, NCC-74656

## FEDERATION STARSHIP

Under the command of Captain Kathryn Janeway, the *U.S.S. Voyager* was a brand-new vessel, only the second of her class. *Voyager* had been out of dry dock for only a few days when she received her first assignment: hunt down Maquis terrorists hiding in the Badlands.

For this mission, she gained the assistance of Thomas Paris, son of Admiral Paris, a convicted traitor currently serving his sentence in a penal facility in New Zealand on Earth. Paris' piloting skills and knowledge of the Maquis were to be invaluable in locating the *Val Jean*, commanded by a former Starfleet officer by the name of Chakotay.

Disaster struck. After departing from station Deep Space 9, *Voyager* disappeared, seemingly lost with all hands.

**CLASS:** *Intrepid*
**COMMISSIONED:** 2371
**MISSION PROFILE:** Pathfinder and Reconnaissance Operations

**TRAITS:** Federation Starship, Top of the Line

### SYSTEMS

| | | | | | |
|---|---|---|---|---|---|
| COMMS | 10 | ENGINES | 11 | STRUCTURE | 08 |
| BREACHES ○○○○ | | BREACHES ○○○○ | | BREACHES ○○○○ | |
| COMPUTERS | 11 | SENSORS | 10 | WEAPONS | 09 |
| BREACHES ○○○○ | | BREACHES ○○○○ | | BREACHES ○○○○ | |

### DEPARTMENTS

| | | | | | |
|---|---|---|---|---|---|
| COMMAND | 02 | SECURITY | 02 | SCIENCE | 04 |
| CONN | 04 | ENGINEERING | 02 | MEDICINE | 01 |

**POWER:** 11 **SCALE:** 4
**SHIELDS:** □□□□□□□□□□□□
**RESISTANCE:** 4
**CREW SUPPORT (TOTAL):** 4

**WEAPONS:**

- Phaser Arrays (Energy, Range Medium, 6▲, Versatile 2)
- Photon Torpedoes (Torpedo, Range Long, 5▲, High Yield)
- Tractor Beam (Strength 3)

**TALENTS:**

- **Advanced Sensor Suits:** Unless the ship's sensors have suffered one or more Breaches, whenever a character performs a Task assisted by the ship's Sensors, reduce the Difficulty of the Task by 1 (minimum 0).
- **Emergency Medical Hologram:** The ship has an Emergency Medical Hologram. *Note that, unlike most ships with this Talent, the EMH on* Voyager *is a regular character, not a Supporting Character*.
- **Improved Reaction Control System:** Whenever a Task to move or maneuver the ship would increase in Difficulty because of obstacles or hazards, reduce the Difficulty by 1, to a minimum of the Task's normal Difficulty.
- **Improved Warp Drive:** Whenever the ship spends Power to go to Warp, roll 1▲ for each Power spent; for each Effect rolled, a single point of Power is not spent.

# STAR TREK™

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